

Autumn 2025	Spring 2026	Summer 2026
CUSP Reading <ul style="list-style-type: none"> • Greta and the Giants Block 1 • Pebble in my Pocket Blocks 2,3 • Leon and the Place Between Blocks 4,5 • 'Twas the Night before Christmas Anon Block 6 	<ul style="list-style-type: none"> • Sam Wu is Not Afraid of the Dark Blocks 7, 8, 9 • Operation Gadgetman (includes My Shadow Robert Louis Stephenson) Blocks 10, 11, 12 	<ul style="list-style-type: none"> • Dancing Bear Blocks 13, 14, 15 • The Magician's Nephew Blocks 16, 17, 18
HFL writing <ul style="list-style-type: none"> • Range of genres (wholeschool unit)* • Narrative (journey) • Free verse poems • Fable • Non-chronological report 	<ul style="list-style-type: none"> • Narrative (focus on setting and dialogue) • Persuasive speech • Personal Narrative (memoir) • Poetry (calligrams & free verse) 	<ul style="list-style-type: none"> • Persuasive letters • Instructions • Non-chronological report • Narrative Poetry (kennings)
Maths <ul style="list-style-type: none"> • Place Value and Regrouping • Counting On and Back in Ones, Tens and Hundred Estimation, Magnitude and Rounding • Measures – Comparison, Estimation and Magnitude • Mental Fluency – Addition • Mental Fluency – Subtraction • Fact Families and Applying the Inverse • Written addition • Written subtraction • Problem Solving – Worded Problems • Statistics – Interpreting Bar Charts and Tables • Angles, Right Angles and Estimation • Perpendicular and Parallel Lines, Vertical and Horizontal Lines • 2-D Shape – Properties and Drawing Perimeter Including Problem Solving • Using Written and Mental Methods 	<ul style="list-style-type: none"> • Multiplication – 3, 4 and 8 Times Tables including Counting • Division – 1, 2, 3, 5, 4 and 8 Times Tables • Multiplication – Strategy, Associative and Distributive Laws • Statistics – Pictograms and Scaled Bar Charts • Multiplication and Division Worded Problems • Summer1 • Fractions – Finding Fractions of Discrete and Continuous Quantities • Ordering and Comparing Fractions • Adding and Subtracting Fractions with the Same Denominators • Fractions – Problem Solving with Unit and Non-Unit Fractions • Multiplication – Multiplying Multiples of Ten • Multiplication – Formal Written Multiplication 	<ul style="list-style-type: none"> • Division Problem Solving – Sharing and Grouping • <i>Division – Two and Three-Digit Numbers by One-Digit Numbers including Halving</i> • Multiplication, Division and Fractions – Scaling and Correspondence • Problems Division – Long Division • Time – Hours, Minutes, Seconds, Days, Weeks, Months, Years • Time – Telling the Time (Analogue and Digital) and Estimation • Time – Duration • Securing the Four Operations with Whole Number including Problem Solving • Place Value and Decimals – Ten Times Greater and Ten Times Smaller • Place Value and Decimals – Regrouping • Place Value and Decimals – Estimation, Comparing and Rounding • Measures – Measuring and Problem Solving • 3-D Shape – Building and Identifying Properties
CUSP Science <ul style="list-style-type: none"> • Rocks • Animals, including humans • Revisit Rocks 	<ul style="list-style-type: none"> • Forces and magnets • Plants 	<ul style="list-style-type: none"> • Light
Art		
<ul style="list-style-type: none"> • Painting THEMED WEEK: <ul style="list-style-type: none"> • Collage and Textiles - Weaving • Printing - Collograph printing 	<ul style="list-style-type: none"> • Drawing 	<ul style="list-style-type: none"> • Sculpture
Computing		
Twinkl Plan-It: Online Safety <ul style="list-style-type: none"> • To know what cyberbullying is and how to address it • To understand how websites use advertisements to promote products • To create strong passwords and understand privacy settings • To safely send and receive emails • To explore different ways children can communicate online • To use knowledge about online safety to plan a partyonline NCCE: Creating Media A: Animation <ul style="list-style-type: none"> • To explain that animation is a sequence of drawings or photographs • To relate animated movement with a sequence of images • To plan an animation • To identify the need to work consistently and carefully 	NCCE: Creating Media B: Desktop Publishing <ul style="list-style-type: none"> • To recognise how text and images convey information • To recognise that text and layout can be edited • To choose appropriate page settings • To add content to a desktop publishing publication • To consider how different layouts can suit different purposes • To consider the benefits of desktop publishing NCCE: Programming A: Sequence in Music <ul style="list-style-type: none"> • To explore a new programming environment 	NCCE: Computing Systems & Networks: Connecting Computers <ul style="list-style-type: none"> • To explain how digital devices function • To identify input and output devices • To recognise how digital devices can change the way we work • To explain how a computer network can be used to share information • To explore how digital devices can be connected • To recognise the physical components of a network NCCE: Data & Information: Branching Databases <ul style="list-style-type: none"> • To create questions with yes/no answers • To identify the object attributes needed to collect relevant data • To create a branching database • To explain why it is helpful for a database to be well structured

<ul style="list-style-type: none"> To review and improve an animation To evaluate the impact of adding other media to an animation 	<ul style="list-style-type: none"> To identify that commands have an outcome To explain that a program has a start To recognise that a sequence of commands can have an order To change the appearance of my project To create a project from a task description 	<ul style="list-style-type: none"> To identify objects using a branching database To compare the information shown in a pictogram with a branching database
CUSP Design and Technology <ul style="list-style-type: none"> Textiles Block A Food and Nutrition Block B <i>Science – Animals including humans</i> 	<ul style="list-style-type: none"> Mechanisms Block C <i>Science – Forces and magnets</i> Writing – Advanced instructional writing A Food and Nutrition Block D <i>Science – Animals including humans</i> 	Themed week: <ul style="list-style-type: none"> Systems Block E Structures Block F
CUSP Geography <ul style="list-style-type: none"> Fieldwork – human and physical features 	<ul style="list-style-type: none"> UK Study 	<ul style="list-style-type: none"> Revisit human and physical features OS maps and scale
CUSP History <ul style="list-style-type: none"> Stone Age – Iron Age 	<ul style="list-style-type: none"> Stone Age – Iron Age <p>25.03.26 - Celtic Harmony trip 10am-8pm</p>	<ul style="list-style-type: none"> Rome and the impact on Britain
CUSP Music - mastering the glockenspiel Singing <ul style="list-style-type: none"> Singing focus: Introducing texture Block A Sing parts in an ensemble (e.g. rounds) Block A <p>Christmas performance practise:</p> <ul style="list-style-type: none"> Singing as an ensemble Use body percussion. 	Music Untuned percussion <ul style="list-style-type: none"> Untuned focus: Mastering rhythm Block B Recognise beats in a bar (time signatures/metre) Block B <p>Glockenspiel</p> <ul style="list-style-type: none"> Tuned focus: Musical notation Block D Introduce the staff Block D 	Music Glockenspiel <ul style="list-style-type: none"> Tuned focus: Composition Block E Compose in pairs Block E <p>Range of instruments studied</p> <ul style="list-style-type: none"> Performance focus: Introducing timbre Block F Perform as an ensemble (range of instruments) Block F
<ul style="list-style-type: none"> MFL -French - Language Angels 		
<ul style="list-style-type: none"> Les salutations (Greetings) 	<ul style="list-style-type: none"> Les animaux (Animals) 	<ul style="list-style-type: none"> L'ancienne histoire de la Grande-Bretagne (Ancient Britain) Languaqes Day summer 1
PE - Complete PE		
<ul style="list-style-type: none"> Invasion Games 1 (Game sense) Gymnastics 1 (symmetry and asymmetry) OAA (Communication and Tactics) Invasion Games 2 (Netball) 	<ul style="list-style-type: none"> Invasion Games 3 (Tag Rugby) Dance (Wild Animals) Dance (Witches & Wizards) Invasion Games 4 (Basketball) 	<ul style="list-style-type: none"> Strike/Field (Golf) Swimming (2 weeks) Athletics 1: Running Athletics 2: Competitions Net/Wall: Tennis
PSHE - EC Publishing		
<p><u>Health and Wellbeing</u></p> <ul style="list-style-type: none"> Feelings and me (coping strategies) Resilience and Self-esteem Exercise and wellbeing Grief and loss Personal identity <p><u>Living in the Wider World</u></p> <ul style="list-style-type: none"> Jobs and sectors Careers and skills Targets and goals Career routes Stereotypes 	<p><u>Relationships Education</u></p> <ul style="list-style-type: none"> Role models Manners and politeness Family and me People who care for me Caring for others <p><u>Health and Wellbeing</u></p> <ul style="list-style-type: none"> Personal safety and risk Fire safety First aid 1 (Burns and scalds) Healthy eating What is a habit? Healthy choices 	<p><u>Relationships Education</u></p> <ul style="list-style-type: none"> Seeking permission Privacy and boundaries Friendship boundaries Respectful behaviour Bullying or teasing <p><u>Living in the Wider World</u></p> <ul style="list-style-type: none"> Rules and laws Rights and responsibilities Community responsibilities E-safety Age-appropriate content Why is the News important?
Leader in Me		
<ul style="list-style-type: none"> Module 1 - Habits 1-4 Module 2 - Habits 5-8 Module 3 - Thinking about thinking Module 4 - Growth mindset Module 6 - Recognising my emotions Module 7 - Regulating my emotions Module 8 - Circle of control Module 9 - What matters most Module 10 - Creating my personal mission statement Module 11 - Living by my personal mission statement 	<ul style="list-style-type: none"> Module 12 - Determining big rocks Module 14 - Getting and staying organised Module 15 - Learning about goal achievement Module 16 - Achieving my goals Module 18 - Building character Module 20 - Emotional bank accounts Module 21 - Thinking win-win Module 22 - Acting with courage and consideration 	<ul style="list-style-type: none"> Module 25 - Speaking respectfully Module 26 - Seeking voice from others Module 27 - Working with others Module 28 - Celebrating differences Module 29 - Creating third-alternatives Module 31 - Persevering through challenges Module 32 - Flnding my voice Module 33 - Using my voice to help others Module 34 - Asking questions to lead my learning Module 35 - Celebrating growth

	<ul style="list-style-type: none"> Module 23 - Standing up for others Module 24 - Empathetic listen 	
	Spring 1- Leadership event	
RE	<ul style="list-style-type: none"> Sikhism (Immersion day) 	<ul style="list-style-type: none"> Christianity Humanism

Autumn 2025		Spring 2026		Summer 2026	
Sept 1 (2 days)	Art & Design <i>Painting - complementary colours</i>	Jan 5	History <i>Stone Age – Iron Age</i>	Apr 13	Science <i>Plants</i>
8		12	Art & Design <i>Hatching & Cross-hatching</i>	20	History <i>The Roman Empire and its impact on Britain</i>
15	Science <i>Rocks</i>	19	Science <i>Forces and magnets 1</i>	27	
22		26	Computing NCCE: <i>Creating Media B: Desktop Publishing</i>	May 4 (4 days)	Computing NCCE: <i>Data & Information: Branching Databases 1</i>
29	Computing <i>Online Safety</i>	Feb 2		11	Art and Design <i>Sculpture</i>
Oct 6	CUSP Design Technology <i>Textiles Block A</i>	9	CUSP Design Technology <i>Mechanisms Block C</i>	18 (4 days)	Science <i>Light</i>
					CUSP Design Technology DT DAY <i>Food and Nutrition Block D</i>
13	History <i>Stone Age – Iron Age</i>	16	Half Term	25	Half term
20	Themed Week Art & Design <i>Weaving & Printing</i>	23	Science <i>Forces and magnets 2</i>	Jun 1	Themed Week CUSP Design and Technology <i>Systems Block E</i>
27	Half Term	Mar 2	Geography <i>UK study</i>	8	Computing NCCE: <i>Data & Information: Branching Databases 2</i>
Nov 3	History <i>Stone Age – Iron Age</i>	9	Computing NCCE: <i>Programming A: Sequencing sounds</i>	15	Geography <i>OS Maps and scale</i>
10	Geography <i>Fieldwork - human and physical features</i>	16		22	History <i>The Roman Empire and its impact on Britain.</i>
17	CUSP Design Technology <i>Food and Nutrition Block B</i>	23	Science <i>Plants</i>	29	Computing NCCE: <i>Computing Systems & Networks: Connecting Computers</i>
			History - Celtic Harmony trip		
24	Computing NCCE: <i>Creating Media A: Animation</i>	30	Easter break	Jul 6	Design Technology <i>Structures Block F</i>
Dec 1 (4 days)				13	
8	Science <i>Animals, including humans</i>			20 (2 days)	<i>Flexible content</i>
15	Science <i>Revisit Rocks</i>			27	Summer break
	Christmas break				